

# User Guide for running 'Chess Mentor'

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- 1) Within this CD, there is a folder called 'eden-1.73'. Open that folder.
- 2) Run the executable 'tkeden.exe' by double clicking.
  - If tkeden.exe in this CD does not run for some reason, you can download it via <http://www2.warwick.ac.uk/fac/sci/dcs/research/em/software/eden/>
  - Direct download link for Windows operating system is below:  
<http://www2.warwick.ac.uk/fac/sci/dcs/research/em/software/eden/download/eden-windows-1.73.zip>
- 3) Now you must see the *tkeden* environment. Click to 'File' menu on the bar that is located at the top of *tkeden* window.
- 4) Click 'Open' to choose a file to run.
- 5) You must now see the subfolders inside 'eden-1.73' folder. Open 'projects' folder.
- 6) Inside 'projects' folder, you will find the image files and source code files of 'Chess Mentor'. Open 'run.eden' file.
- 7) Now you must see the following statements in *tkeden*'s entry box:

```
%eden
include("scout.scout");
include("promotion.eden");
include("captured.scout");
include("new_game.scout");
include("eden.eden");
include("undo.eden");
include("loadsave.eden");
```

- 8) Now click on the 'Accept button' and 'Chess Mentor' will run.

\*If you want to go through the source code files, open "/eden-1.73/projects" folder. All the code files of 'Chess Mentor' are located there and can be viewed using most text editors.

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